McLaren
APPLIED TECHNOLOGIES

ATLAS

System Requirements

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ATLAS 10

ATLAS 10 Client (Viewer)

Supported OS:

Windows 7, Windows 10, Professional or Enterprise, 64-bit

- Minimum*
  - Quad-core intel i3 or equivalent
  - 8 GB RAM
- Recommended**
  - Quad-core hyper-threaded Intel Core i7 processor or equivalent
  - 16 GB RAM
  - Dedicated graphics card - NVidia Quadro M1000M or higher

*Minimum configuration means just that: you will be able to install and run the program. You will be able to perform all the basic functions but do not expect to run other processor/memory intensive applications in parallel

**The more available resources your system has, the more comfortably and smoothly will you able to work with ATLAS 10.

SQL Race Database

Supported Operating Systems:

Windows Server 2012 R2

- Minimum
  - MS SQL Server 2012 or 2014 or 2016
  - Xeon Sandy-Bridge or later, mid-range CPU
  - 16 GB RAM
  - 250 GB OS partition; RAID 1 recommended
  - 2 TB data partition; RAID 10 recommended
- Recommended
  - MS SQL Server 2012 or 2014 or 2016
  - Dual socket Xeon Haswell or later, mid-range CPU
  - 32 GB RAM
  - 250 GB OS partition; RAID 1 recommended
  - 4 TB data partition; RAID 10 recommended
  - Hardware RAID controller with 512MB battery-backed cache

We recommend use of a SAN and virtualization, but a physical server with local-attached storage will also suffice. We recommend against using a NAS as the data partition – especially for the database. The servers should be attached to a 1 GbE network. We recommend use of a dedicated lights-out management link (e.g. iDRAC or ILO).

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- Virtual Environments* are supported

- Tested on the following configuration
- Host Machine Spec:
  - Intel® Xeon® Processor E5-2680 v4
  - Optimized for Storage Spaces Direct and built with Microsoft* Windows* Server 2016
  - 512 GB RAM
  - 7 x 3.84 TB SSDs
- Virtual Machine (Microsoft Hyper-V) Spec:
  - Intel® Xenon® CPU E5-2673 v3
  - 16 GB
  - 4 virtual cores

*Some displays in ATLAS 10 need GPU for rendering 3D graphics. GPU passthrough is a technology that allows you to directly present an internal PCI GPU to a virtual machine. In other words it allows you to use your graphics card within the Virtual Machine. This is not ON by default and not all Virtual Machine software support it. If this is not enabled and if the software renders 3D graphics you might experience performance issues.

To enable a VMware Virtual Machine for GPU Pass-through follow these steps:

https://www.dell.com/support/article/uk/en/ukdhs1/sln288103/how-to-enable-a-vmware-virtual-machine-for-gpu-pass-through?lang=en

To enable a Citrix HDX 3D Pro Virtual Machine for GPU Pass-through follow these steps:

https://www.citrix.com/content/dam/citrix/en_us/documents/go/reviewers-guide-remote-3d-graphics-apps-part-2-vsphere-gpu-passthrough.pdf

For Hyper-V VMs follow these steps:

https://docs.microsoft.com/en-us/windows-server/virtualization/hyper-v/deploy/deploying-graphics-devices-using-dda